

THE TACTICIAN V1.6

DUNGEONS  DRAGONS

ART BY THEGREYKINGS

TACTICIAN

IN A WORLD WHERE BATTLES ARE FOUGHT WITH STEEL and magic, there are those who emerge for their unparalleled brilliance and strategic finesse, the Tactician. Like a master painter wielding a brush upon the canvas of combat, the Tactician orchestrates the chaos of battle with the precision of a virtuoso conductor leading a symphony.

Clad in armor adorned with symbols of intellect and insight, the Tactician strides confidently onto the battlefield, their eyes alight with the spark of strategic genius. With each movement, they weave intricate patterns of tactics and gambits, their mind a whirlwind of calculations and contingencies.

In their hands, weapons become extensions of their will, guided with unerring accuracy to strike at the heart of their foes. Yet, it is not only their martial prowess that sets them apart, but also their keen intellect and cunning wit.

With a glance, the Tactician discerns the weaknesses of their enemies, exploiting every opportunity with

ruthless efficiency. They anticipate their adversaries' moves with uncanny foresight, the Tactician navigates the battlefield like a chess grandmaster, always staying several steps ahead in the deadly game of war.

But it is not only on the battlefield that the Tactician shines; their strategic brilliance extends beyond combat, shaping the course of events with their cunning plans and clever schemes. Whether leading armies into battle or navigating the treacherous waters of diplomacy, the Tactician is a force to be reckoned with.

In a realm where danger lurks around every corner and darkness threatens to engulf all, the Tactician stands as a beacon of hope and inspiration. With their unwavering resolve and unmatched intellect, they chart a course through the perils of the unknown, guiding their allies to victory against all odds. They are the architects of victory, turning the chaos of battle into a symphony of calculated strikes and gambits. They are the masterminds of fate, and in their hands, the future of the realm rests secure.

THE TACTICIAN

Level	Proficiency Bonus	Features	OTP Gambits Known	1+TP Gambits Known	Strategies Known
1st	+2	Tactical Combat, Fast Swap	4	4	1
2nd	+2	Warfare Philosophy	4	5	1
3rd	+2	Create Snare	4	6	1
4th	+2	Ability Score Improvement	5	7	2
5th	+3	Extra Gambit (x1), Tiny Fortification	5	9	2
6th	+3	Warfare Philosophy Feature	5	9	2
7th	+3	—	5	10	2
8th	+3	Ability Score Improvement	5	10	3
9th	+4	Contingency Plan	5	11	3
10th	+4	Warfare Philosophy Feature	6	12	3
11th	+4	Extra Gambit (x2)	6	13	3
12th	+4	Ability Score Improvement	6	13	4
13th	+5	—	6	14	4
14th	+5	Warfare Philosophy Feature	6	15	4
15th	+5	—	6	16	4
16th	+5	Ability Score Improvement	6	16	5
17th	+6	—	6	17	5
18th	+6	Extra Gambit (x3)	6	18	5
19th	+6	Ability Score Improvement	6	19	5
20th	+6	God of the Battlefield	6	21	5

CLASS FEATURES

As a tactician, you gain the following class features.

HIT POINTS

- **Hit Dice:** 1d10 per tactician level
- **Hit Points at 1st Level:** 10 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per tactician level after 1st

PROFICIENCIES

- **Armor:** Light armor, medium armor, shield
- **Weapons:** Simple weapons, martial weapons
- **Tools:** None
- **Saving Throws:** Intelligence, Wisdom
- **Skills:** Choose three skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Investigation, Medicine, Perception, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two hand axes
- (a) a dungeoneer's pack or (b) an explorer's pack

TACTICAL COMBAT

Beginning at 1st level, your mental acuity allows you to utilize various tactics during combat. Your calculating genius is represented by a pool of Tactical Points.

TACTICAL POINTS

You have a number of tactical points (TP) equals to double your level. You spend TP in order to use your tactical abilities. You regain all expended TP when you finish a short or long rest.

There is a limit on the number of TP you can spend in your turn, the TP Limit. The TP Limit is equal to your Tactician level.

GAMBITS

Tacticians may exploit gambits and use them to great effect in combat. To that end, this document introduces a new action option: Exploit a Gambit.

Each gambit has a exploitation time, which specifies whether the Tactician must use an action, a reaction, or a bonus action to exploit the gambit. Exploiting is, therefore, not necessarily an action, but most gambits have a manifestation time of 1 action.

GAMBITS' COST

A gambit can cost an amount of TP between 0 to 2. They are known as 0TP gambits, 1TP gambits, and 2TP gambits. 1+TP gambits refer to both 1TP gambits and 2TP gambits.

Gambits can be enhanced spending extra TP as specified in each gambit's description.

GAMBITS KNOWN

The 0TP Gambits Known and 1+TP Gambits Known columns of the Tactician table shows how many gambits you know at each level.

Additionally, when you finish a long rest, you can choose up to one 0TP gambit replace it with another 0TP gambit, and three 1+TP gambits you know and replace them with another 1+TP gambits.

GAMBITS ABILITY

You use your Intelligence modifier when setting the saving throw DC for a gambit you exploit and when making an attack roll with one.

Gambit save DC = 8 + your proficiency bonus + your Intelligence modifier.

Gambit attack modifier = your proficiency bonus + your Intelligence modifier

WEAPONS

In order to exploit a gambit, you must have at least one simple or martial weapon. While exploiting a gambit, you ignore the following weapon proprieties: Finesse, Light, Loading, Reach, and Versatile.

If not otherwise specified, the gambit's range and type of damage are the ones of the weapon used while exploiting the gambit.

STRATEGIES

STRATEGIES KNOWN

The Strategies Known column of the Tactician table shows how many strategies you know at each level.

Additionally, when you finish a long rest, you can choose up to one of the strategies you know and replace them with another one.

STRATEGIES' COST

The first use of a strategy is generally free. However you can expend TP in order to use them more frequently or to enhanced them.

FAST SWAP

At 1st level, you may draw or stow weapons on your turn at will.

WARFARE PHILOSOPHY

At 2nd level, you choose a Warfare Philosophy that shape the way you see your enemies and the battlefield.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

CREATE SNARE

Starting at 3rd level, in 10 minutes, you can create a 10-foot square trap using materials found in the surrounding environment. When you create the trap, you can choose whether it makes noise when triggered. If you choose so, the noise can be heard up to 1.000 feet.

The trap is nearly invisible and requires a successful Intelligence (Investigation) check against your gambit save DC to be found.

The trap triggers when a Small, Medium or Large creature walks into that squares. The triggering creature must succeed on a Dexterity saving throw or fall prone and being restrained.

As an action, the target can attempt to free themselves by making: a Strength (Athletics) against your gambit save DC to break it on a success, or Dexterity (Acrobatics) check against your gambit save DC to get out of it on a success.

The trap lasts 24 hours if it is not broken before.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

At 7th level, your ability to create traps is improved. It becomes a 20-foot square, in addition to being restrained the creature is blinded too.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

TINY FORTIFICATION

At 5th level, in 10 minutes, you can create a simple 30-foot square fortification using materials you have with you and found in the surrounding environment. As long as you and your allies remain within the fortification, you gain the following benefits:

- You cannot be surprised.
- You enjoy three-quarters cover from attacks originating outside.
- Enemies must spend half of their speed to enter and then moving inside it is difficult terrain for them.

If you stay outside the tiny fortification for more than 1 hour, the fortification ends it effects.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

EXTRA GAMBIT

Beginning at 5th level, you can exploit two gambits, instead of once, on your turn. You cannot exploit more than one OTP gambit per turn.

Additionally, certain gambits may force the target to make a saving throw; these saving throws are made with disadvantage as specified in the descriptions of those gambits. However, if a second saving throw is forced on the same creature by a gambit within the same turn, the creature no longer has disadvantage on the saving throw. If a third or subsequent saving throw is forced on the same creature by a gambit within the same turn, the creature makes the saving throw with advantage.

The number of gambits increases to three when you reach 11th level in this class and to four when you reach 17th level in this class.



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CONTINGENCY PLAN

Starting at 9th level, once per long rest you can imprint a contingency plan in your subconscious, ready to be used instinctively in a flash. You describe the circumstance that triggers it. The triggering circumstance depends on the what you know. So, legit triggers can be “If I have less than half of my total hit points...”, “If I am hit by a spell...”, “If I think abracadabra...”. If you choose to think or say a word or a short phrase as a trigger, the effect takes place in your turn; if you choose an external trigger the effect may take place on anyone’s turn.

The contingent plan takes effect immediately after the circumstance is met for the first time, even when it is not your turn and whether or not you want it to, and then it ends. When it takes effect, you immediately gain the following:

- You can escape from nonmagical restraints, removing the restrained and grappled conditions.
- You can remove charmed and frightened conditions from yourself.
- You can stand up from prone without spending any movement.
- You gain 20 temporary hit points.
- You gain the benefit of the unenhanced strategies Improved Climb, Improved Jump, and Improved Speed.

After that you can move and the Contingency Plan and all its effects end.

A contingency plan lasts indefinitely if unused. You can have only one contingency plan at a time. If you create another contingency plan, the previous contingency plan ends.

GOD OF THE BATTLEFIELD

At 20th level, when you roll for initiative you regain all expended TP. If you start your turn with no TP, you regain 1TP.

WARFARE PHILOSOPHY

While many adventurers excel in combat prowess, tacticians immerse themselves in the complexities of warfare, aspiring to dominate the battlefield much like a skilled chess player commands the board.

Through their rigorous studies, they develop unique ideologies regarding combat, known as Warfare Philosophies. Among these, three stand out: The Warlord's Philosophy, The Prodigy's Philosophy, the Maneuverer's Philosophy, and the Maestro's Philosophy.

THE WARLORD

The Warlord leads from the front, bolstering allies' resolve while weathering the brunt of the assault.

Their tactical prowess translates into battlefield resilience, allowing them to stand firm against overwhelming odds.

UNBREAKABLE BODY

Starting at 2nd level, you gain advantage in Constitution saving throws.

In addition, you cannot be forcibly moved against your will.

MIGHTY WILLPOWER

Beginning at 6th level, you can't be charmed or frightened.

PROTECTOR

At 10th level, when you hit a creature within 10 feet from you with a ploy, the creature's speed becomes 0 for the rest of the turn. In addition, creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

SURVIVOR

At 14th level, you attain the pinnacle of resilience in battle. At the start of each of your turns in combat, you regain hit points equal to your Constitution modifier (minimum of 1 hit point). You don't gain this benefit if you have 0 hit points or if you have more than half of your hit points left.

THE PRODIGY

The Prodigy combines innate instincts with a sharp tactical mind, embodying the principles of intuitive warfare.

They react with uncanny reflexes, seamlessly blending natural talent and learned strategy to outthink and defeat their foes with unparalleled precision.

ELUSIVE BODY

Starting at 2nd level, you gain advantage in Dexterity saving throws.

In addition, your speed is increased by 10 feet.

QUICK-THINKING

At 6th level, you gain a bonus to Initiative rolls equal to your Intelligence modifier (Minimum +1).

In addition you can't be surprised while you are conscious.

MASTER OF CONTINGENCIES

At 10th level, you don't specify the conditions to trigger the Contingency Plan, but you can activate the Contingency Plan when you want. In addition, when moving during the Contingency, you can exploit a gambit spending TP up to your TP limit.

EVASION

Beginning at 14th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

THE MANEUVERER

The Maneuverer is the quintessential Tactician. Unbound by specific battlefield roles, they excel in pure tactical brilliance.

Their keen intellect dissects situations, formulating optimal strategies regardless of the opponent or environment.

NON PLUS ULTRA

Starting at 2nd level, your total amount of TP per short rest is increased by 5.

UNPREDICTABLE PATTERN

At 6th level, you can use a gambit you don't know.

You can use this feature once per short or long rest.

STRATEGY EXPERT

At 10th level, you know 2 additional strategies.

GENIUS MIND

Beginning at 14th level, your Intelligence scores increase by 2. Your maximum for that score is now 22.

In addition, you gain advantage in Intelligence saving throws.

THE MAESTRO

The Maestro excels in fortifying and coordinating their allies from a strategic vantage.

Through keen insight and precise planning, they enhance their comrades' abilities, ensuring optimal performance and cohesion on the battlefield.

BURNING INSPIRATION

Starting at 2nd level, when a creature within 30 feet it can see or hear you misses an attack roll or fails a saving throw, you can give a bonus to the roll equal to your Intelligence modifier (minimum of 1), potentially causing it to succeed.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and regain all uses at the end of a long rest.

You regain all expended uses when you finish a short or long rest.

CUNNY MANEUVER

At 6th level, on your turn you can sacrifice your movement to allow three friendly creatures who can see or hear you to immediately move up to 15 feet in directions of your choosing without provoking opportunity attacks. Creatures must be capable of taking actions in order to move in this manner.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and regain all uses at the end of a long rest.

INSPIRE LEADERSHIP

At 10th level, whenever you land kill an enemy, all allies within 30 feet gain an advantage on their next attack roll.

COURAGEOUS DISCOURSE

Beginning at 14th level, you can use the Motivational Talk strategy even if you don't know it, without spending TP. You can spend TP if you want to enhance it, though. Instead of taking 1 minute, you can exploit it instantly with an action.

You regain all expended uses when you finish a long rest.



GAMBITS

oTP GAMBITS

BURNING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Higher Levels: This gambit's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

CRIPPLE STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 1d10 damage and its speed is reduced by 10 feet until the end of your next turn.

Higher Levels: This gambit's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

DAZING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 1d10 damage and it cannot use its reaction until the end of your next turn.

Higher Levels: This gambit's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

DISORIENTING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 1d10 damage and it target subtracts 1d4 from the next saving throw it makes before the start of its turn.

Higher Levels: This gambit's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

TRIP STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 1d10 damage. The target must succeed on a Dexterity saving throw with disadvantage or fall prone.

Higher Levels: This gambit's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

HEEL STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 1d10 damage. If the target willingly moves 5 feet or more before then, the target takes 1d10 additional damage.

Higher Levels: At 5th level, the gambit deals an extra 1d10 damage to the target on a hit, and the damage the target takes for moving increases to 2d10. Both damage rolls increase by 1d10 at 11th level (2d10 and 3d10) and again at 17th level (3d10 and 4d10).

IRRITATING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 1d10 damage and it has disadvantage on the next attack roll it makes before the end of its next turn.

Higher Levels: This gambit's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

SHOVE STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 1d10 damage and it is pushed up to 10 feet away from you.

Higher Levels: This gambit's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

WHIRL STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 1d10 damage. Another creature you can see within 5 feet of the original target takes an amount of damage equal to your Intelligence modifier.

Higher Levels: At 5th level, the gambit deals an extra 1d10 damage to the target on a hit, and the damage to the second creature increases to 1d10 + your Intelligence modifier. Both damage rolls increase by 1d10 at 11th level (2d10 and 2d10) and 17th level (3d10 and 3d10).

1TP GAMBITS

AVOID

Time: Reaction. When a creature or an object damages you with an attack.

Effect: Until the end of the creature or object's turn, you have bonus to AC equal to your Intelligence modifier.

Enhanced:

- **Duration:** (1TP) The effect ends at the start of your next turn instead.

BAIT AND SWITCH

Time: Bonus action.

Effect: You can switch places with a friendly creature within 5 feet from you, provided you spend at least 5 feet of movement and the creature is willing and isn't incapacitated. This movement doesn't provoke opportunity attacks.

Until the start of your next turn, you or the other creature (your choice) gains a +2 bonus to AC equal.

Enhanced:

- **Potent:** (1TP) You both gains +3 to AC instead.
- **Range:** (1TP) The friendly creature may be within 20 feet instead and you don't spend any movement.

BATTLE WITH HASTE

Time: Action.

Effect: You can choose a friendly creature who can see or hear you. Until the end of your next turn, the target gains the following:

- Their speed is doubled.
- They gain a +2 bonus to AC.
- They have advantage to Strength and Dexterity saving throws.
- They gain an additional action on their next turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Enhanced:

- **Duration:** (1TP) The effect lasts two rounds instead.

BURNING GROUND

Time: Action.

Effect: You can splash an oil flask onto a point within 60 feet, shattering it on impact and immediately igniting it. A 20-foot square ground is on fire. The area becomes difficult terrain for the duration. When the creature enters the area for the first time on a turn or starts its turn there, it takes 1d10 fire damage. The fire extinguishes in 2 turns.

Enhanced:

- **Area:** (1TP) It is a 40-foot square instead.

- **Damage:** (1-3TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect lasts 4 rounds instead.

BRACE

Time: Reaction. When a creature you can see moves into the reach of the melee weapon.

Effect: Make an attack against the target. If you hit, the target takes 1d10 damages.

Enhanced:

- **Damage:** (1TP) You add your Tactician level to the damage.

CALCULATED FORETHOUGHT

Time: Reaction. When you made an initiative roll.

Effect: You can add 1d8 to the roll, provided you aren't incapacitated.

Enhanced:

- **Damage:** (1TP) The damage increases by 1tp. This bonus lasts until you finish a long rest.

CALTROPS GROUND

Time: Action.

Effect: You can spread a bag of caltrops to cover a 20-foot square area within 60 feet. Any creature that enters the area must succeed on a Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Enhanced:

- **Area:** (1TP) It is a 40-foot square instead.

COMMANDER'S STRIKE

Time: Bonus action.

Effect: You can direct one of your companions to strike. That creature can immediately use its reaction to make one weapon attack, adding 1d10.

Enhanced:

- **Damage:** (1TP) The damage increases by 1d10.

COMPELLED DUEL STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target must succeed on a Charisma saving throw with disadvantage or have disadvantage on attack rolls against creatures other than you, it cannot move to a space that is more than 30 feet away from you, and the other creatures have advantage for saving throws forced by it.

The effect lasts until the start of your next turn. But the effect can also end if you do any hostile action to any other creature, if a creature friendly to you do any hostile action to the target, or if you end your turn more than 30 feet away from the target.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.

CONFUSING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target must succeed on a Wisdom saving throw with disadvantage or subtract 1d8 from the next saving throw it makes before the end of your next turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Potent:** (1TP) It subtracts 1d8 for all the saving throws before the end of your next turn, instead.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

DISARMING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target must succeed on a Strength saving throw with disadvantage or drop the object it is holding you choose. The object lands in the space of your choice within 10 feet of the enemy, or you can pick it up.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Potent:** (1TP) The target drop one additional object it is holding.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

DISTRACTING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The next attack roll

against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) All the attacks, but yours, have advantage until the end of your next turn.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

EXECUTION STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. If the target is reduced to 0 hit points from this attack, you also gain temporary hit points equal to Intelligence modifier + your Tactician level.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per 1TP spent.
- **Potent:** (1TP) You gain temporary hit points equal to the double of the sum of the Intelligence modifier and your Tactician level, instead.

FALLING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target must succeed on a Strength saving throw with disadvantage or the target's speed is reduced to 0 until the end of their turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

FLAMING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns

Enhanced:

- **Damage:** (1-10TP) The weapon damage increases by 1d10 per TP spent.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

FOCUS STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. If the creature makes a Constitution save to maintain concentration on a spell, roll a 1d10 and subtract it from the creature's roll.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Potent:** (1TP) You roll 2d10 keeping the highest.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

GOADING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

IMMOBILIZING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target must succeed on a Constitution saving throw with disadvantage or its speed becomes 0, and it can't benefit from any bonus to its speed. The effect last until the end of your next turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

INVIGORATING CRY

Time: Reaction. When an ally who can see or hear you fail a saving throw that would charm or frighten them.

Effect: You can make the ally to add 1d8 to their roll, potentially causing the saving throw to succeed.

Enhanced:

- **Potent:** (1TP) They automatically succeed.

MANEUVERING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. You choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of this gambit.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The moving creature can move without expanding its reaction and up to its full speed.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

MENACING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target must succeed on a Wisdom saving throw with disadvantage or be frightened of you until the end of your next turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

OPPORTUNITY GAMBIT

Time: Reaction. When a creature provoke your opportunity attack.

Effect: You can exploit a gambit against the creature provoking the opportunity attack. You cannot spend TP to enhanced the gambit.

Enhanced:

- **Damage:** (1TP) The damage increases by 1tp.

PARRY

Time: Reaction. When a creature or object damages you with a melee attack.

Effect: You can reduce the damage by an amount equal to 1d10 + your Intelligence modifier.

Enhanced:

- **Potent:** (1TP) You add your proficiency bonus to the damage reduction.

PRECISION STRIKE

Time: Action.

Effect: Make a gambit attack against the target, adding 1d10 to the roll. On a hit, the target takes 2d10 damage.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.
- **Potent:** (1TP) You can reroll the attack if you miss, keeping the second result.

PENETRATING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target loses its resistance, and its immunities become resistances instead, for damages coming from your gambits, beginning with this gambit. This effect lasts until the end of your next turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

PUSHING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target is pushed up to 15 feet away from you. The target must succeed on a Strength saving throw with disadvantage or fall prone.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

RALLY

Time: Bonus action.

Effect: Choose a creature who can see or hear you. That creature gains temporary hit points equal to 1d10.

Enhanced:

- **Potent:** (1TP) The target gains temporary hit points equal to 1d10 + your Tactician level instead.

RIPOSTE

Time: Reaction. When a creature misses you with a melee attack.

Effect: You can exploit a 0TP gambit against the creature provoking the opportunity attack.

Enhanced:

- **Damage:** (1TP) The damage increases by 1tp.

ROCK BREAKER

Time: Action.

Effect: Make a gambit attack against a non-magical object. On a hit, if it is small or tiny it turns to powder. If you hit a larger non-magical object, you destroy up to a 5-foot cube of it.

Enhanced:

- **Potent:** (1TP) The attack roll has advantage. In addition, if it is a medium or larger non-magical object, you destroy up to a 15-foot cube.

SHIELDING STRIKE

Time: Reaction. When a creature hits an ally within 5 feet of you.

You can interpose yourself between the attacker and your ally, redirecting the attack at yourself. If the attack hits you, your AC is increased by 3 for that attack.

Enhanced:

- **Potent:** (1TP) The target can be within 10 feet and your are resistance to that damage.

SHOCKING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target must succeed on a Wisdom saving throw with disadvantage or can't take a reaction until the end of your next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

SHOULDER THROW

Time: Reaction. When a creature, who is no more than one size larger than you, misses you with a melee attack.

Effect: Your Intelligence check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability). If you succeed, you can throw the creature up to 20 feet away and then it is prone.

Enhanced:

- **Damage:** (1TP) The target takes 1d12 + your proficiency bonus bludgeoning damage too.

SLOW FALL

Time: Reaction. When you are falling.

You exploit the shape of your clothes and you choose the right movement of your body. You ignore falling damages and you can land on your feet.

Enhanced:

- **Potent:** (1TP) While falling, you can move horizontally 10 feet for each 10 feet of vertical fall.

SMOKE BOMB

Time: Action.

Effect: You can throw a smoke bomb at a point up to 120 feet away. You create a 20-foot-radius sphere of fog centered on that point. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Enhanced:

- **Potent:** (1TP) The radius of the fog increases by 20 feet per spent TP.

TRAUMATIZING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target must succeed on a Wisdom saving throw with disadvantage or subtract 1d6 from all its attack rolls and ability checks. This effect lasts until the end of your next turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

TINY TRENCH

Time: Bonus Action.

Effect: You can choose a portion of dirt within 5 feet. You create a 5-foot tall and cube trench. This provides three-quarters cover for a medium creature standing. This movement doesn't have enough force to cause damage.

Enhanced:

- **Potent:** (1TP) It becomes 10-foot high, giving full cover for a medium creature.

UNMOVABLE MOUNTAIN

Time: Reaction. When you are about to be knocked prone, pushed, or grappled.

As a reaction, you prevent to be knocked prone, pushed or grappled. If the trigger for this reaction is a creature within 10 feet of you, it takes 2d10 damage.

Enhanced:

- **Duration:** (1TP) Instead, if the trigger for this reaction is a creature within 30 feet of you, it takes 3d10 damage

WEAKENING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. You gain resistance to the first damaging attack or effect that creature makes that affects you before the start of your next turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) You are resistance to all attacks and effects that it makes before the start of your next turn.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

WILLPOWER FORTITUDE

Time: Reaction. When you fail a saving throw

Effect: You can use your reaction to gain a +2 bonus to that saving throw.

Enhanced:

- **Potent:** (1TP) You add your proficiency bonus instead.

2TP GAMBITS

BLINDING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target becomes blinded until the end of your next turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

DISABLING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target must succeed on a Wisdom saving throw with disadvantage or be incapacitated, can't move, and automatically fails Strength and Dexterity saving throws. This effect lasts until the end of your next turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

RESTRAINING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target must succeed on a Strength saving throw with disadvantage or be restrained until the end of your next turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.



ART BY ARTTAIR



SLOWING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target must succeed on a Wisdom saving throw with disadvantage or its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its next turn, it can use either an action or a bonus action, not both. It can't make more than one melee or ranged attack during its turn.

In addition, if the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

This effect last until the end of your next turn.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.
- **Targets:** (1-10TP) The number of targets increases by 1 per TP spent.

TERRIFYING STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. All enemy creatures that can see or hear you within 15 feet of you must succeed on a Wisdom saving throw with disadvantage or drop whatever it is holding and become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its

turns, unless there is nowhere to move. This effect lasts until the end of your next turn.

Enhanced:

- **Area:** (1TP) All enemy creatures that can see or hear you within 30 feet of you are affected, instead.
- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after two rounds instead.

UNCONSCIOUS STRIKE

Time: Action.

Effect: Make a gambit attack against the target. On a hit, the target takes 2d10 damage. The target must succeed on a Constitution saving throw with disadvantage or fall unconscious. The sleeper awakes after two rounds at the end of its turn, or if it takes damage or someone uses an action to shake or slap the sleeper. After the creature has awakened, it is immune to the sleep effect of this gambit for the next 24 hours.

Enhanced:

- **Damage:** (1-10TP) The damage increases by 1d10 per TP spent.
- **Duration:** (1TP) The effect ends after four rounds instead.
- **Targets:** (2-10TP) The number of targets increases by 1 for every 2TP spent.

STRATEGIES

COMMANDING PRESENCE

When you make a Charisma (Intimidation), a Charisma (Performance), or a Charisma (Persuasion) check, you can add 1d10 to the ability check.

Enhanced:

- **Potent:** (1TP) You can roll 2d10 roll, instead, keeping the highest.

EMPOWERED GAMBIT

When you roll damage for a gambit, you can reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

You can use this strategy once per short or long rest; or you can spend 1TP.

Enhanced:

- **Potent:** (1TP) You can reroll any number of damage dice. For each, you can choose if you keep the old one or the new one.

IMPROVED CLIMB

You gain the ability to move up, down, and across vertical surfaces and upside down along ceilings. Your climbing speed is equal to your walking speed.

If you use both hands for climbing, this strategy lasts 1 minute. If you use only one hand for climbing, leaving the other one free to hold an object (a weapon, a shield, ...), this gambit lasts 2 rounds.

You can use this strategy once per long rest; or you can spend 1TP.

Enhanced:

- **Potent:** (1TP) You can climb holding objects in both hands for 2 rounds.
- **Duration:** (1TP) If you use both hands for climbing, the strategy lasts 10 minute. If you use only one hand for climbing, it lasts 1 minute.

IMPROVED JUMP

For 2 rounds you can take the Disengage action as a bonus action on your turn, and your jump distance and height is doubled. In addition, you may use your Dexterity modifier in place of your Strength modifier for jumping.

You can use this strategy once per short or long rest; or you can spend 1TP.

Enhanced:

- **Potent:** (1TP) You don't provoke opportunity attack and the jump distance and height is quadrupled.
- **Duration:** (1TP) The effect lasts 1 minute instead.

IMPROVED PRECISION

You can have advantage to all your attack rolls until the end of your turn.

You can use this strategy once per long rest; or you can spend 1TP.

Enhanced:

- **Duration:** (1TP) The effect lasts two rounds instead.

IMPROVED RANGE

When you exploit a gambit with a ranged weapon, the range is doubled. If it is a melee weapon, its range becomes 30 feet. In addition, you ignore half cover. This effect lasts 2 round.

You can use this strategy once per short or long rest; or you can spend 1TP.

Enhanced:

- **Duration:** (1TP) The effect ends after two rounds instead.
- **Potent:** (1TP) You ignore three-quarters cover too.

IMPROVED SENSES

You can automatically sense any invisible or hiding creatures within 60 feet that don't have total cover from you. For two rounds, you know their positions, so you

suffer no penalties when targeting those creatures with attacks, and they gain no benefits targeting you.

You can use this strategy once per short or long rest; or you can spend 1TP.

Enhanced:

- **Duration:** (1TP) The effect lasts 1 minute instead.
- **Range:** (1TP) You can automatically sense any invisible or hiding creatures within 200 feet.

IMPROVED SPEED

For 2 turns your speed is doubled, and you have +2 to your AC against opportunity attacks.

In addition, your movement is unaffected by difficult terrain.

You can use this strategy once per short or long rest; or you can spend 1TP.

Enhanced:

- **Duration:** (1TP) The effect lasts 1 minute.
- **Potent:** (1TP) Your speed is tripled and you don't provoke opportunity attack.

IMPROVED STEALTHNESS

When you made a Dexterity (Stealth) check, you can add 1d8 to the roll.

In addition, if you hit with a ranged weapon attack while hidden with this bonus, your first attack does not reveal your position and you stay hidden.

You can use this strategy once per short or long rest; or you can spend 1TP.

Enhanced:

- **Potent:** (1TP) You add 1d12 instead. In addition, until you finish a short or long rest, for each creature you first attack with a ranged weapon while hidden does not reveal your position and you stay hidden.

MOTIVATIONAL TALK

Choose up to five creatures within 60 feet that can hear you. After 1 minute of talk, each affected creature gains 15 temporary hit points and has advantage on Wisdom saving throws for 1 hour. If an affected creature is hit by an attack, it has advantage on the next attack roll it makes. Once an affected creature loses the temporary hit points granted by this strategy, this effect ends for that creature.

You can use this strategy spending 3TP.

Enhanced:

- **Potent:** (1-6TP) The temporary hit points increase by 5 for each TP spent.

TRUE HEART

For 10 minute you know when you hear a creature speak a lie in a language you know.

You can use this strategy once per long rest; or you can spend 1TP.

Enhanced:

- **Duration:** (1TP) The effect lasts 1 hour.
- **Potent** (2TP) Within the strategy duration, the creatures you choose must make a Charisma saving throw. On a failed save, a creature must always answer your questions and it must speak honestly for the duration. On a success, the creature is unaffected and is immune to this strategy for 24 hours. You know whether each creature succeeds or fails on its saving throw.

STRATEGIC MANEUVER

You can take Disengage as a bonus action, and when you do so you movement speed increases by 15 feet until the end of your turn.

You can use this strategy once per short or long rest; or you can spend 1TP.

Enhanced:

- **Potent:** (1TP) This effect lasts two round and you speed is doubled instead.

TACTICAL ASSESSMENT

When you make an Intelligence (Investigation), an Intelligence (History), or a Wisdom (Insight) check, you can add 1d10 to the ability check.

Enhanced:

- **Potent:** (1TP) You can roll 2d10 roll, instead, keeping the highest.

UNDYING FORTITUDE

If you drop to 0 hit points but are not killed outright, add 1d10 to the next Death saving throw you make. If the result of the saving throw is 20 or more, you are conscious and immediately regain 1 hit point.

You can use this strategy once per short or long rest.

Enhanced:

- **Potent:** (1TP) You regain 20 hit point instead.